THE 8 ARCHETYPES

of the Human Mind

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How to read this document

These are not personality types. Every human has all eight archetypes running simultaneously. What differs between individuals is the power level of each archetype — how dominant, how sensitive, how easily triggered it is. That variance across the eight modules is what produces the full diversity of human neurology and behaviour.

The stats listed under each archetype are not fixed traits. They are the variables. A person with a high-power Entropist and a low-power Speaker will present very differently from someone with the inverse configuration — even though both have all eight modules running.

The Backdoor Stats are the most important. These are the hidden interaction routes between archetypes that operate below the Speaker's awareness. Most of what we call 'irrational behaviour' is a backdoor route running without conscious oversight.

1. SPEAKER

Personality Stats	• Conscious narrator • Structured thought • Logical reasoning • Internal dialogue articulation • Decision ownership • Sense-making orientation • Self-reflection • Rational planning • Prioritisation of outcomes • Expressive language use • Cognitive organisation
Behaviour Stats	• Drives actions consciously • Takes credit for decisions • Attempts to integrate multiple inputs • Organises external and internal experiences • Maintains order in thought and communication
Trigger Stats	• Threat to control • Embarrassment • Stress

	• Sadness • Cognitive overload
Backdoor Stats	• Impulse emerges when fatigue or mood drop occurs • Other archetypes can act unnoticed if Speaker is preoccupied • Delayed recognition of emotional cues

2. ENTROPIST

Personality Stats	• Chaotic • Creative • Impulsive • Spontaneous • Novelty-seeking • Playful • Disruptive • Stimulus-driven • Flexible rule interpretation
Behaviour Stats	• Acts on impulses • Shakes up routines • Challenges conventional structures • Introduces unpredictability • Energises other archetypes' activity
Trigger Stats	• Boredom • Stress • Sadness • Low inhibition • Lack of stimulation
Backdoor Stats	• Overrides rational restraint when Speaker is distracted • Can amplify Lost Child or Thespian impulses • Spontaneous action without conscious awareness

3. LOST CHILD

Personality Stats	• Vulnerable • Emotional • Reactive

	• Helpless • Avoidant • Sensitive • Insecure • Comfort-seeking • Attachment-driven
Behaviour Stats	• Withdraws under pressure • Amplifies emotional response • Sabotages decision-making unconsciously • Seeks reassurance • Avoids confrontation or responsibility
Trigger Stats	• Rejection • Perceived failure • Feeling ignored • Feeling unsafe • Emotional neglect
Backdoor Stats	• Acts via Entropist or Thespian without Speaker awareness • Heightens dramatic or chaotic tendencies • Emotional overflow influencing decision-making

4. THESPIAN

Personality Stats	• Performative • Dramatic • Attention-seeking • Expressive • Narrative-oriented • Emotionally exaggerated • Persuasive via emotion • Story-framing tendencies
Behaviour Stats	• Uses emotion to communicate or influence • Emphasises narrative in interactions • Enjoys social display • Manipulates perception subtly • Amplifies internal and external drama
Trigger Stats	• Social context • Need for validation

	• Feeling misunderstood • Audience presence • Recognition gaps
Backdoor Stats	• Amplifies Lost Child or Entropist impulses • Can steer Speaker toward dramatics • Modulates perception of events for impact

5. PROJECTOR

Personality Stats	• Observant • Analytical • Reflective • Monitoring-oriented • Socially aware • Pattern-recognising • Context-sensitive • Vigilant
Behaviour Stats	• Interprets social and internal cues • Guides or warns Speaker and other archetypes • Monitors environment without acting overtly • Provides strategic insight • Synthesises complex inputs
Trigger Stats	• Complexity in social dynamics • Uncertainty • Threat to control • Ambiguity in environment • Conflicting signals
Backdoor Stats	• Influences decisions subtly • Can redirect Entropist or Lost Child impulses • Provides passive intervention

6. ARCHIVIST

Personality Stats	• Memory-focused • Methodical • Detail-oriented

	• Emotionally neutral • Context-preserving • Organisationally inclined • Record-keeping • Evidence-oriented • Historical perspective
Behaviour Stats	• Organises information • Recalls past experiences • Provides framework for decision-making • Maintains chronological and contextual records • Supplies reference for other archetypes
Trigger Stats	• Need for factual recall • Pattern recognition demand • Historical discrepancy • Accuracy checks • Information loss threat
Backdoor Stats	• Supplies evidence to Speaker or Projector • Can trigger Lost Child if past trauma is recalled • Modulates Entropist or Thespian behaviour via context

7. MORALIST

Personality Stats	• Ethical compass • Principle-driven • Judgmental • Fairness-oriented • Rigid in core values • Moral evaluative • Duty-conscious
Behaviour Stats	• Evaluates consequences and fairness • Challenges Speaker or others when morality is compromised • Enforces corrective action • Triggers self or other reflection • Can inhibit impulsive archetypes
Trigger Stats	• Perceived injustice • Unfairness • Ethical lapse

	• Self-perceived wrongdoing • Conflicts with values
Backdoor Stats	• Counters Entropist impulses • Triggers Thespian or Lost Child guilt responses • Reinforces ethical behaviours subtly

8. PROTECTOR

Personality Stats	• Care-driven • Vigilant • Supportive • Responsible for others • Sacrificial tendencies • Safety-focused • Overextending tendencies • Risk-aware
Behaviour Stats	• Acts to safeguard or support others • Overrides Entropist or Lost Child impulses in danger • Maintains stability and security • Monitors for threat to others • Intervenes preventatively
Trigger Stats	• Perceived threat to others • Vulnerability in others • Emotional need in others • Danger signals • Environmental instability
Backdoor Stats	• Overrides impulses from chaotic or vulnerable archetypes • Provides backup when Speaker or Projector are preoccupied • Mitigates risk in multi-archetype interactions

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Key Interaction Patterns

THE MUG LOOP: Lost Child + Archivist running without Speaker oversight. The Archivist supplies a past trauma memory. The Lost Child amplifies it emotionally. The Speaker never gets involved. The node acts from old pain as if it is present reality.

THE ARCHITECT ALIGNMENT: Speaker + Projector + Moralist in sync. The Projector detects the signal. The Speaker processes it. The Moralist checks the response. High-resolution decision-making with built-in ethical check.

THE DICK CONFIGURATION: Thespian + Entropist overriding Speaker, with Lost Child driving from below and Moralist offline. The node causes harm without awareness of doing so. The kernel is defective not evil.

THE PROTECTOR OVERRIDE: When another node's floor breaches, the Protector overrides all other archetypes including the Speaker. This is the mechanism behind self-sacrifice, emergency altruism, and instinctive intervention on behalf of others.